

# Ranjit Odedra

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**Programming Skills:** Java, JavaScript/TypeScript, Python, C#, C++, SQL.

**Other:** Git, HTML, CSS/Bootstrap.

**Interests:** Making tech related Projects.

## Education

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**Bachelor of Technology, Computer Engineering . CGPA: 8.98** **Expected Graduation: 2024**

Charotar University of Science & Technology

*Courses:* Data Structures & Algorithms, Java OOP, Web Applications, C++ Program Design.

**12<sup>th</sup> Board . Percentage : 78**

**Year - 2020**

Shree Rajshakha Higher Secondary School

*Courses :* Mathematics , Chemistry , Physics , Computer , English.

**10<sup>th</sup> Board . Percentage : 75**

**Year – 2018**

**Shri Parishram Vidyalay**

*Courses : Science , Maths , Computer , Gujrati, Hindi , Social Science.*

## Projects

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**ShopUp – Github**

Dec 2021 – Feb 2022

- Created a Android Application Using React native. Aimed to help furniture hardware shop owner's to grow their business.
- I worked in fronted side and created major pages like profile page and product list page etc.

**Titan Travels : Travel management website – Github**

Jun 2021 – Aug 2021

- Led team of 6: organized meetings, delegated tasks, helped teammates debug, etc., leading to a final grade of **100%**.
- Implemented the entire login system to allow **CRUD** operations on the user list (**JavaScript, HTML, CSS**).
- Designed the overall website concept/layout, implemented responsive home & product pages.
- I have worked mainly on backend part .

**Cube Run : Game – [Github](#)**

Jun 2021 – Aug 2021

- Cube Run is single player game created by for by personal project.
- I have done coding in C# and designed game by my self.
- I created this game with help of Unity Game engine